

LArSoft minutes, 3-Dec-2010. -- Eric Church

LArSoft minutes appear at <https://cdcvns.fnal.gov/redmine/projects/activity/larsoftsvn>. (The location presumably at which you found these!) For further details of matters reported here drill down into the wiki, etc, at that redmine site. Everyone is welcome to attend the bi-weekly meetings. Er, usually it's bi-weekly. Next meeting will be next wk, 12/9. After that we'll meet 1/13/2011. Then we may get off of Thursdays.

Eric reported a new couple links on the wiki to solve niggling coding problems: (1) how to pass an auto\_ptr, in order to put stuff on an event but without having to do it all inside a potentially cluttered produce() method, (2) Saima's work to stick TGraph(s) into the output TFileService file, (3) Condor instructions link.

There are pdfs on the documents link of the redmine site for today's presentations by Eric and Roxanne.

- Eric showed AggregateEvent.h, which is meant to be a template for what will be gathered up and stored at the end of the Recon chain. So far, it's a handful of pointers, some event properties, and one new vector of objects, AggVertex, which each contain a 1-hit Strong vertex we have so far and pointers to associated tracks. AggregateVertex is run as its own module and creates the AggVertexes before the AggregateEvent module is run. Some nice feedback was given to encourage Eric to insert the minimal stuff and not just re-collect all possible pointers and re-store 'em. Much of the AggregateEvent work awaits upstream packages, TrackFinder, ShowerFinder and potentially a new track-based VertexFinder. Design work will be done by Brian, Mitch, Josh, Eric at a 3pm meeting today. If you have strong feelings on how the final classes will be laid out, come to the 10th floor at 3 on 2-Dec or email Eric and Brian your comments.
- Brian discussed the event display in ART. It all works! There are new links from it to handscan tools. There are still the same nagging problems people have complained about under FMWK. Some code reorg is required, at the very least.
- Roxanne was stuck, but then fixed a problem running her development ShowerFinder on one event when the file contained just 1 event. This comes down to being a bug in ART, that there's no elegant way to make your job run over all events in your input file. It seems necessary to run one event less than the number of events. Setting the number of events to run over to 0, -1, or commenting out entirely this line doesn't fix it. Brian will bring this to the attention of the 9th floor ART developers. We hope to add this to the list of things that'll be fixed with the new January ART release.

Details for the next meeting:

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>>> video: 85LARSW
>>> phone: 510 883 7860 (ID 85LARSW)
>>> fnal location: LIBRA - WH9SE
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